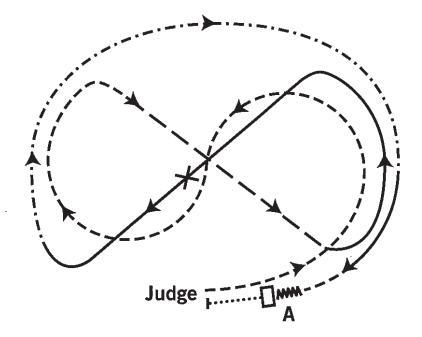
Hack Pattern H12



		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	
2	Acknowledge Judge, Trot half loop left Change rein, Trot half loop right	10	
3	Turn right, down through diagonal, lengthen Trot	10 x 2 (20)	
4	Track left and Canter half loop down through diagonal	10	
5	Flying change at X in centre of diagonal on straight line	10 x 2 (20)	
6	Track right half loop then lengthen Canter around work area	10	
7	Down through transitions to Halt at A	10	
8	Rein back 3 metres and Walk back to Judge on a light rein	10	
	TOTAL	100	





